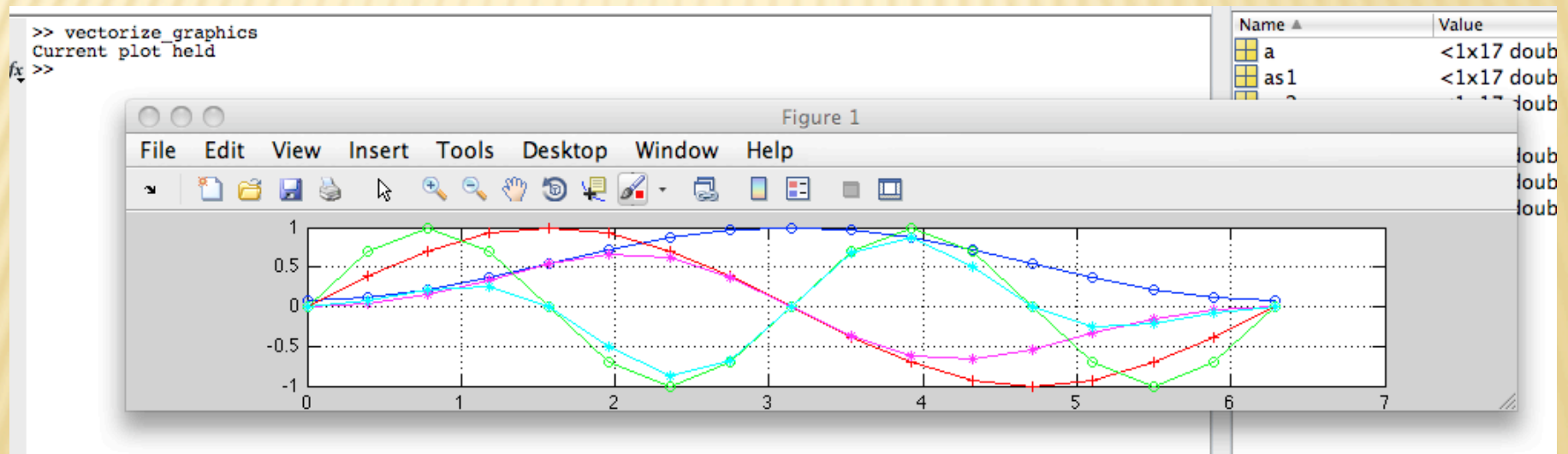


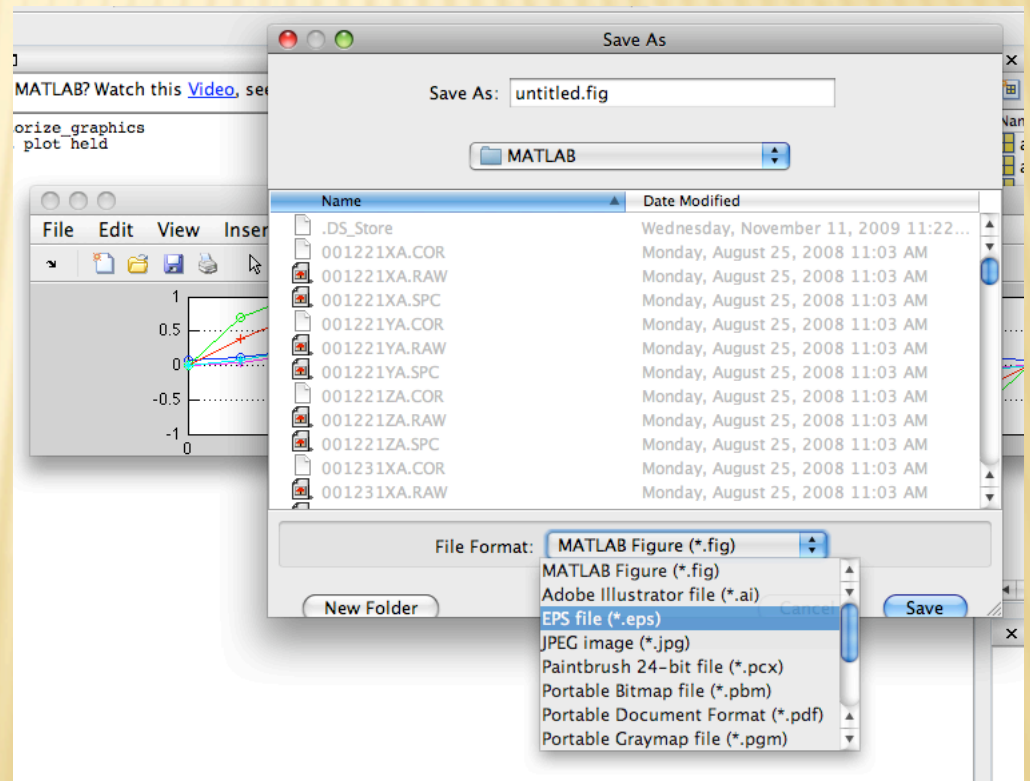
Make figure w/ Matlab etc.

(To make this figure I used "Grab" on the MacOS to grab a selected area (the part below), copied it to the clipboard in grab, and then pasted it directly into PowerPoint)

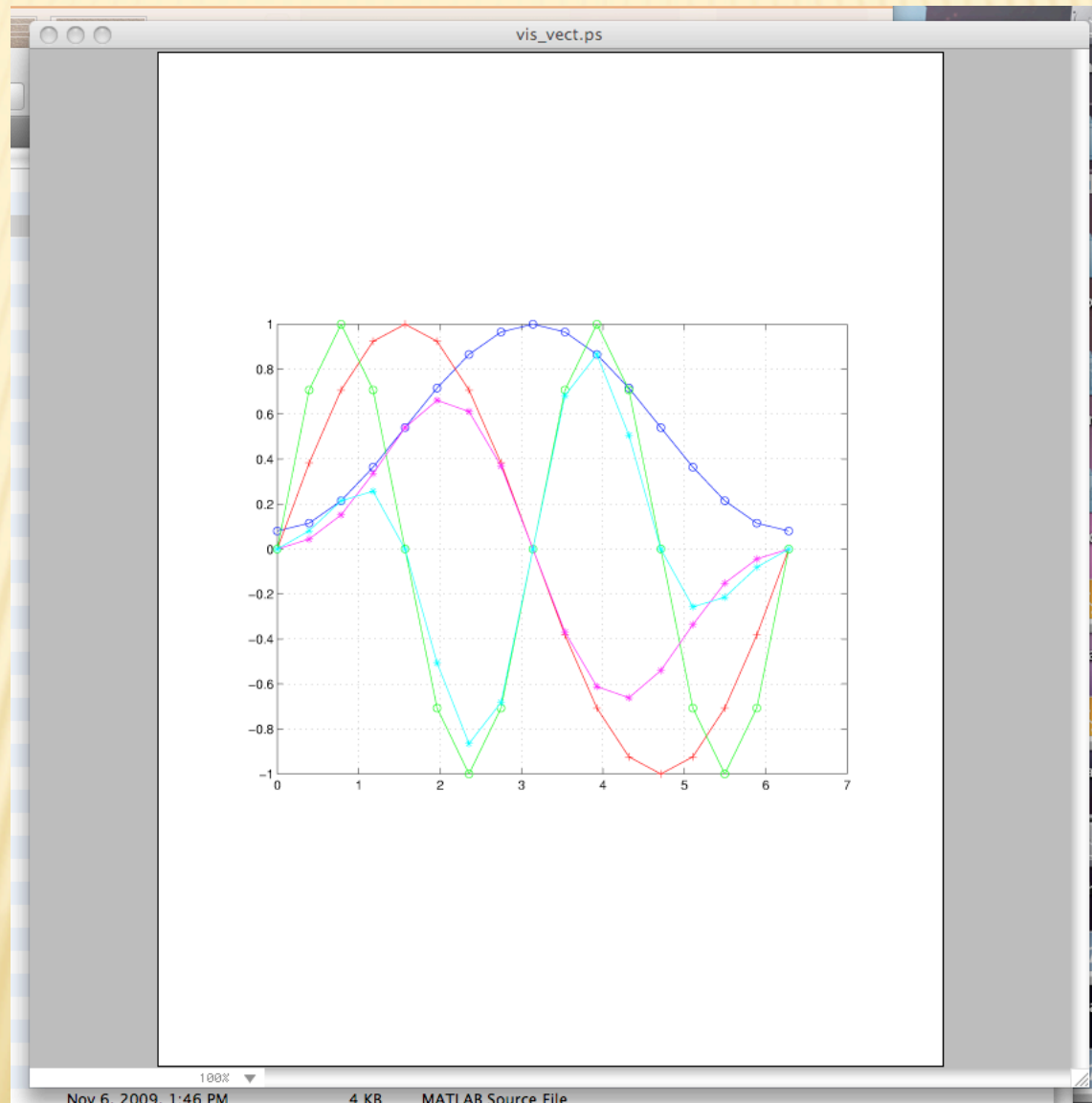


Store figure in ai, ps or eps format.

(getting this figure into PowerPoint was a bit more complicated - since I wanted to get the dialog box. I used *Grab* again, but had to use the "self timer" mode. It grabs the whole screen after 10 seconds. So I started the timer, then selected *SaveAs* from the file menu and waited till it "took the picture". I then used the MacOS *GraphicConverter* program to crop it to the part I wanted, copied that to the clipboard and pasted it into PowerPoint.)



Here is the postscript version of the figure displayed with MacGhostView.



Read ai format file into Illustrator.

Select all and ungroup.

Get rid of bounding boxes, etc., the open arrow (the solid arrow usually selects too much).

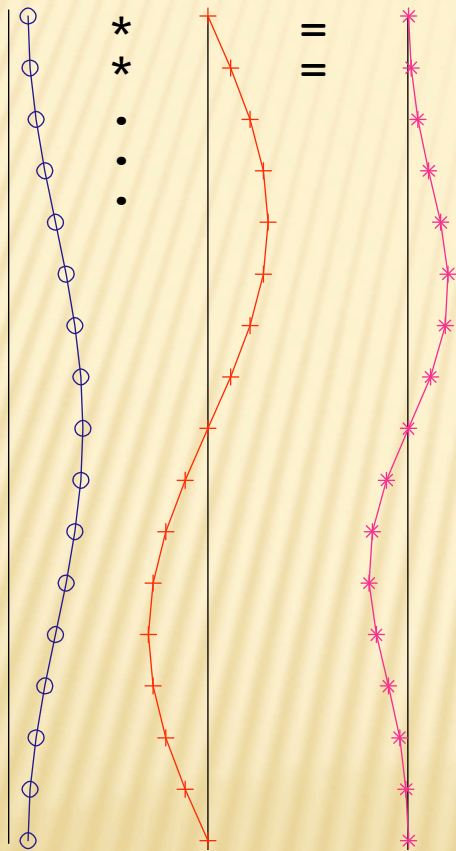
Use open arrow to select what you want to remove, use "select same fill and stroke" under the select menu to get all the stuff like it (be careful for stuff like it you DON'T want to remove)

To modify figure - generally have to use the open arrow to select something, then use the select same stroke, select same color, select same fill and stroke, etc. to select everything like it (careful that you don't get stuff you don't want to edit).

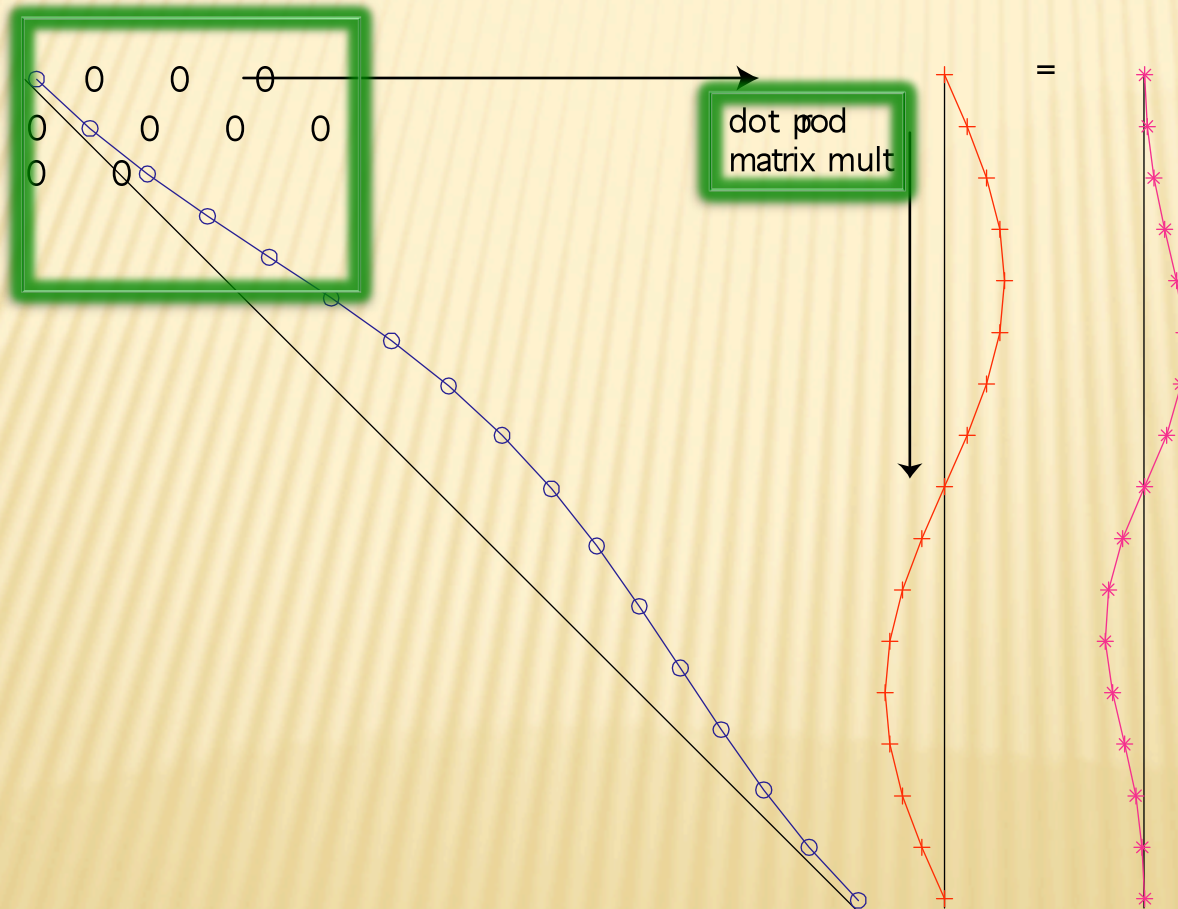
Then click the solid arrow to "group" the stuff you have selected.

Now you can move the selected items, change the properties (line properties (color, dashes, thickness, etc.) fill properties (be careful with filling lines - draws a new line from the beginning to the end and fills between it and the line), rescale them (as a group or individually), rotate them (as a group or individually), change their vertical position with respect to other items (things on "top", overdraw things "underneath").

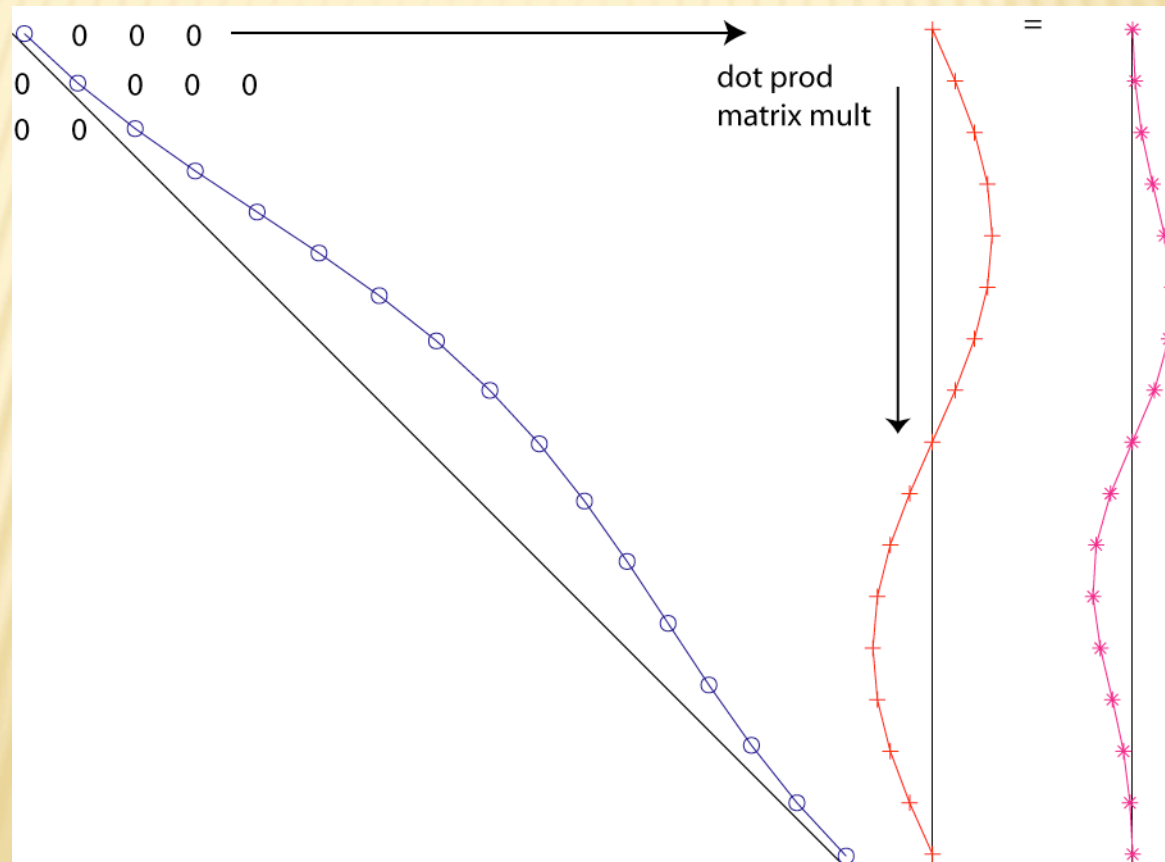
Pt by pt multiply to apply window to a vector,
 $w \cdot v = wv$



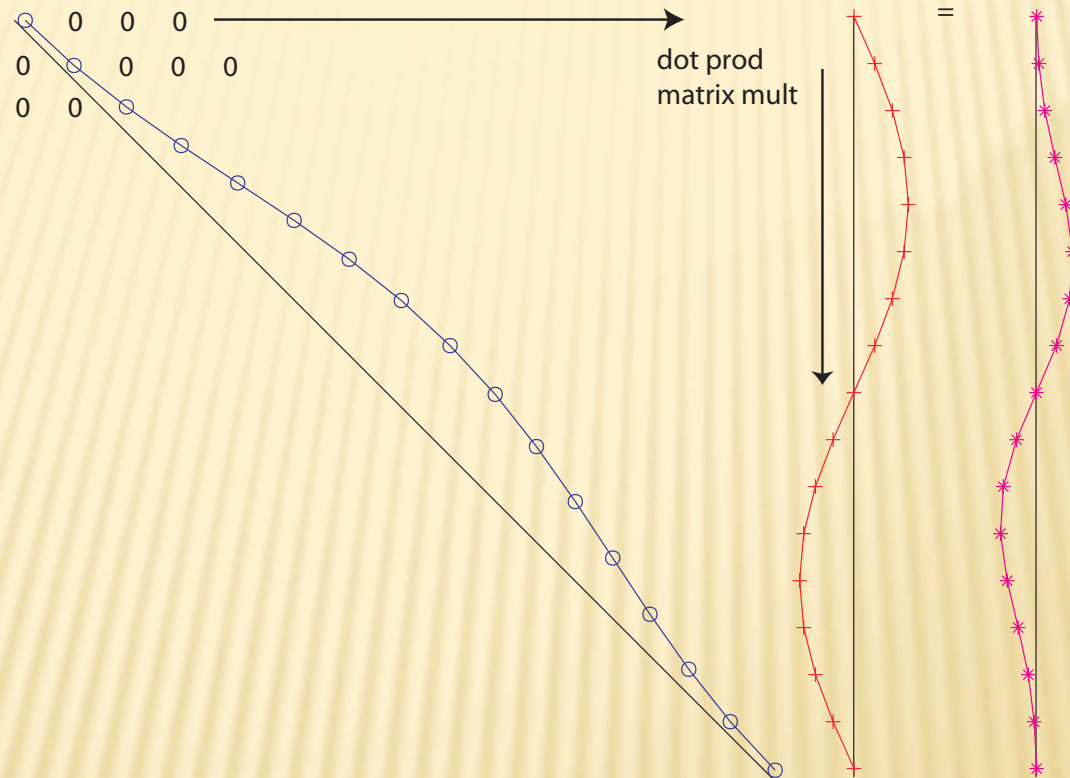
Sometimes it does not work - problem between Microsoft and rest of world. MWF format messes up. Can't edit it further in Illustrator.



Using "Save for Microsoft Office gets ugly white background. PNG (another Microsoft) format. Can't edit further with Illustrator. Same with jpg, tif.

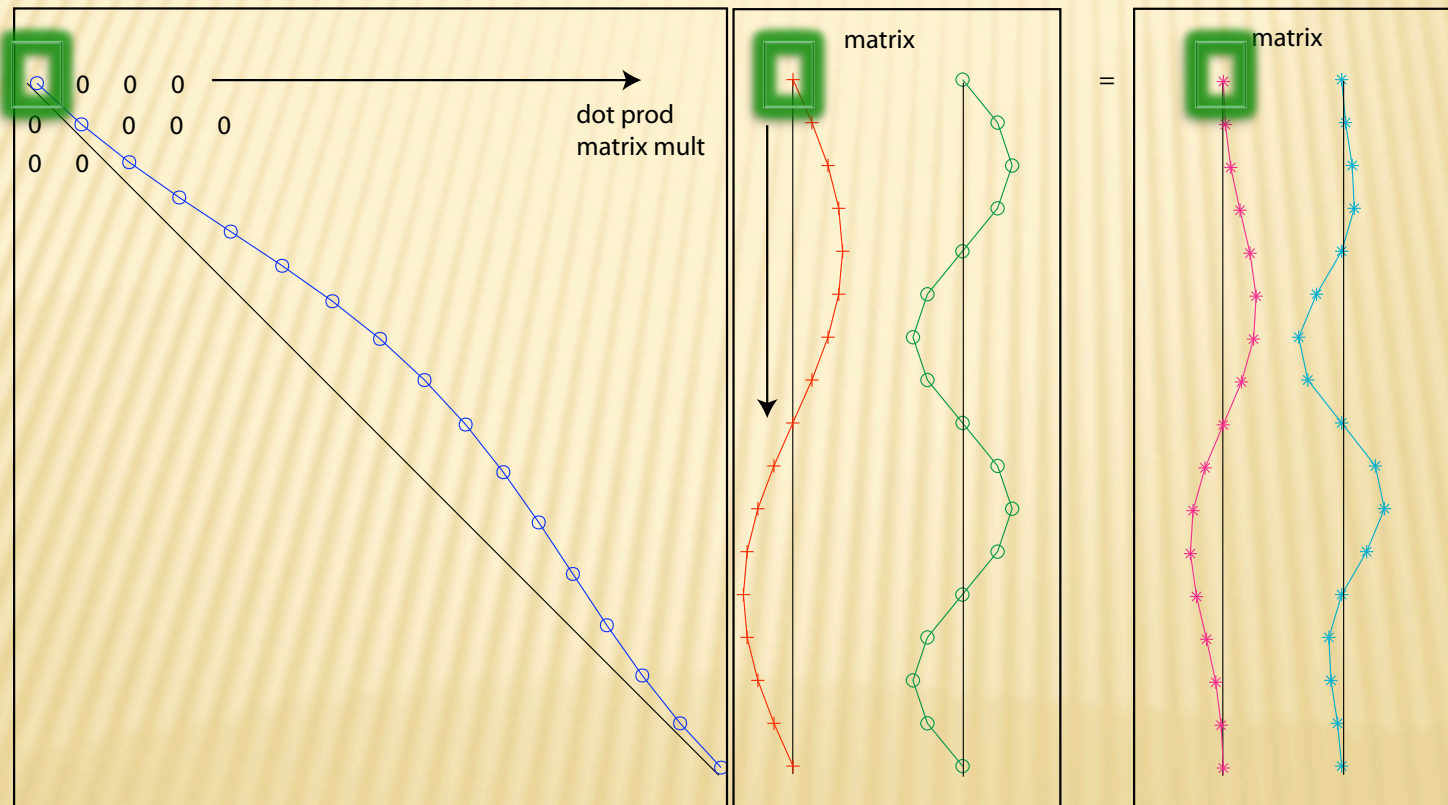


ai and eps (encapsulated post script) works,
can import to PowerPoint. Can edit with
Illustrator.



If we put the window values on the diagonal of
a matrix, we see that we get the same
windowed vector when we multiply $W^*v=ww$.

If have a number of traces to window, make matrix with new traces in new columns.



Use the sparse matrix function to save space and time with such matrices.

Edit map from gmt.

- 1) Transfer to PC or Mac with Illustrator
- 2) Drag and drop the ps file or open it with Illustrator.
- 3) Select all with solid arrow and ungroup.
- 4) Select things you want to change (usually with open arrow), select "same fill and stroke" to get all such objects and can then modify parameters for the objects
(Illustrator works with "objects", as opposed to pixels).

(eg. Make WBZ lines and great circle path lines thicker)

A little tricky keeping data sets (the two sets of contour lines) separate - use slightly different colors when you make the gmt figure (eg. [255 0 0] and [255 1 1] for red - you can't see the difference, but they are different to the computer.)

Make altogether different color and dash it, etc.

Say I wanted to remove the focal mechanism labels.

They do not have anything unique about them for selecting them (I could have written them in a different color, but forgot).

So I'm stuck removing them by hand.

If can't get all of 'em (they are under the FM balloons for ex.) you can select the "same fill and stroke" to get all the text, paste it into a new layer, edit it there, and then past it back into the original layer or leave it in the new layer. You also have to erase the original text in the first layer.

You can turn on/off the visibility of layers.
You can lock layers so they will not be edited.

To change the station labels, lock layer 1 (and turn it off). Then use the select tool (solid or open arrow) to select the station labels by drawing a box around them.

Then modify the properties.

Improve the display of the focal mechanism balloons by making the lines thicker (have to do the red and blue ones separately, the white circles are all done together).

Same for station symbols and gray earthquake circles.

Notice that you have control of both fill and boundary properties.

Scaling

Scale whole selection- select something, use "object", "transform", "scale" drop down menus.

Scale individual items - select them, use "object", "transform", "transform each" drop down menus

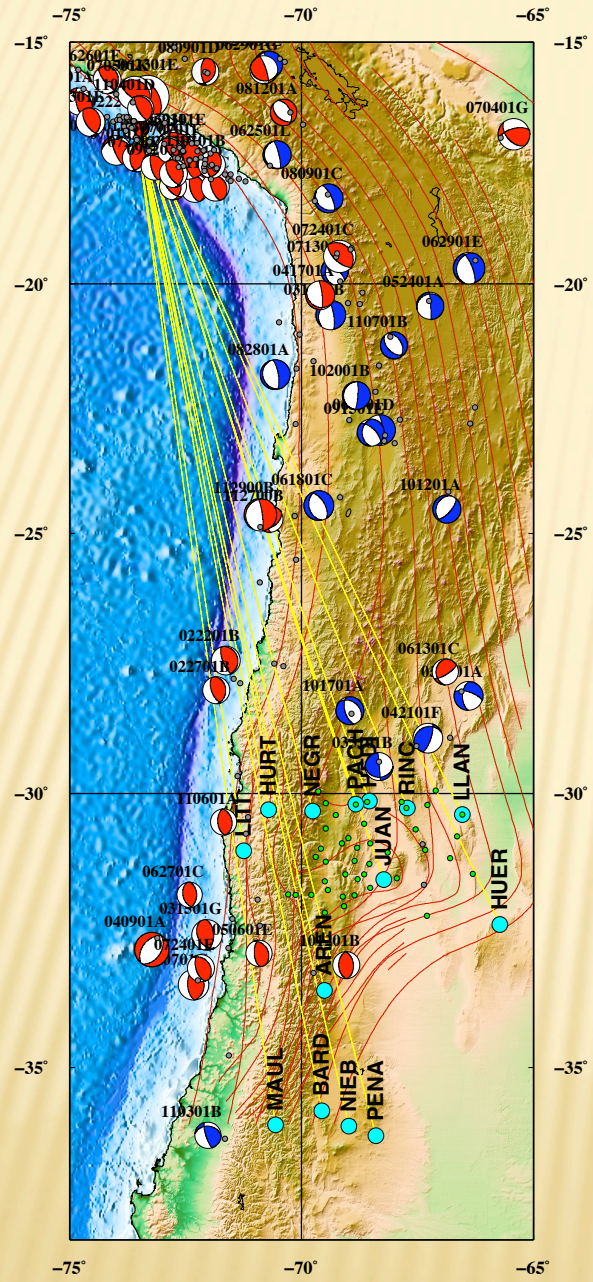
Transparency - select items, use "transparency" in formatting palette.

Topo is bitmap, can't change single color, range of colors, etc.

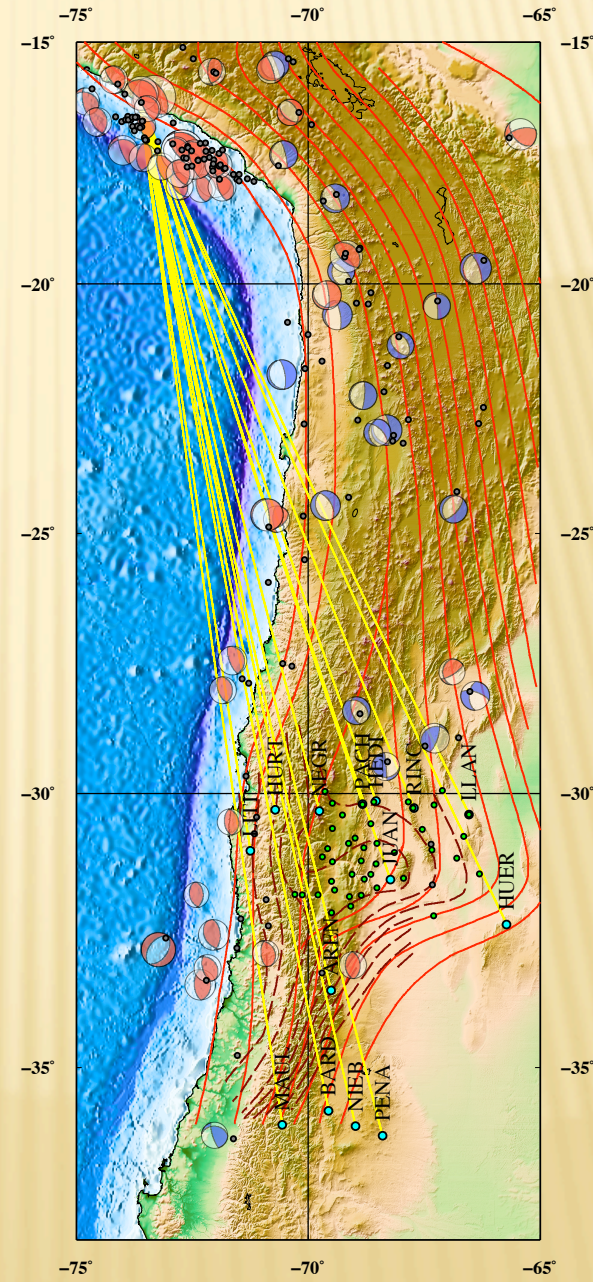
Can move up and down in display order (bring to front, send to back, etc.) and make transparent.

Can also move layers up and down (by dragging to where you want them in layer box.

Before



After



Can share multiple figures in one file using layers (share common stuff in some layers, put stuff for individual display in others).